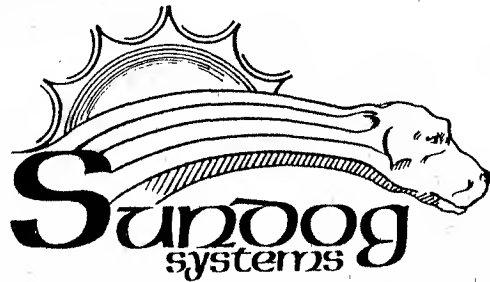


## Hall of the King Trilogy

This epic adventure is the largest adventure campaign ever seen for the Color Computer. It is comprised of a total of six disks of intense graphic adventure that will have you playing for weeks. Each section is a two disk stand-alone adventure, but all three together form an epic saga comparable to a full length novel. *The Hall of the King Trilogy* is the master-work of Glen R. Dahlgren, famed adventure writer.

**Hall of the King III: *The Earthstone Revealed***- Your final quest! You must recover the lost parchment and key-pieces if you hope to pass the ultimate guardian of the sacred Earthstone!

- ☞ **Incredible Two Disk Graphic Adventure**
- ☞ **Amazing CoCo 1,2,3 Animated Graphics**
- ☞ **Conclusion to the Largest Adventure Campaign Ever Seen for the CoCo**



☞ **Warranty:** This program is copy protected. All of our products are sold on an as-is condition. They are guaranteed to load for one year, and Sundog Systems will replace any defective diskettes free of charge during this period. Sundog Systems specifically disclaims all other warranties, expressed or implied.

☞ **Publisher:** **SUNDOG SYSTEMS**  
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## *Hall of the King III: The Earthstone Revealed*



**TWO DISK GRAPHIC  
ADVENTURE FOR THE  
TRS-80 COLOR COMPUTER**

## HALL OF THE KING III: THE EARTHSTONE REVEALED

Years ago, a dwarven race thrived in the mountain known only as Firrhest (pronounced FEAR-HEST). Because of an impending eruption, the dwarves fled, leaving behind their most powerful artifact, the Earthstone. According to information found later, the mountain is thought to have survived the eruption and the Earthstone is thought to be still safe within. Borodin, grandson of the high Priest-King of that time, has asked you to regain the cornerstone of the ancient dwarves' wealth and power for them, and you agreed.

You entered the great mountain and searched through the first two sections finding many strange and wonderous things, remains of the once-great dwarven civilization. But now you have entered the caldera of the mountain: the very heart of Firrhest and your goal, the Earthstone is in your grasp. Here you start your third, and final adventure in the quest for the Earthstone.

HALL OF THE KING III: THE EARTHSTONE REVEALED, is the third in a trilogy of two disk adventures, consisting of a total of six disks, the largest adventure campaign available for any computer. Any and all of these adventures, including this one, can be played separately with its own goals. If you have not yet played HALL OF THE KING 1 or 2, though, you may wish to do so.

**REQUIREMENTS:** A 64K CoCo and one disk drive.

**THE DISK:** The disk included is a "flippy", that is, you can access both sides of the disk merely by flipping it in the drive. Each side is labeled with an arrow pointing to the write protect notch that is being used. This notch always goes up (assuming you are using a vertical drive). Insert disk 1 into drive 0 and type **DIR** **<ENTER>**. If the first file you see is *BOOT/BIN*, that is the correct side, otherwise flip the disk.

### LOADING:

First initiate a cold start (turn the computer off then on again) and insert disk 1 into drive 0. If you have a CoCo III, hold down the **<F1>** key and press the reset button. Remember, you must have a color composite monitor or TV set in order to see the graphics in color as HALL OF THE KING III utilizes CoCo II artifacted colors. Type **LOADM"BOOT"** and press **<ENTER>**. The game will auto-start and a title page will appear on the high-res screen. Press the reset button until the border turns blue and then press any key. You will be asked if you wish to read the background. If you haven't yet, read it. It provides some important information for the player. Otherwise press **N**. The game will start and you will be set on the ledge in the caldera, ready to continue your quest.

HALL OF THE KING III responds to two word commands, given and the prompt, **COMMAND:**. These two words must consist of a verb preceeding a noun such as **LOOK ROCK**. Only the first three letters need be entered, though. **LOOK ROCK** could be shortened to **LOO ROC**, as you wish. When getting or dropping items, though, abbreviate the entire noun. **GET GOLDEN KEY** would be shortened to **GET GOL**, not **GET KEY**. Some commands have been shortened for easy use. **LOOK** can be entered as **L** and **INVENTORY** as **I**. If you wish to **GET** or **DROP** all the objects in one area, you can enter **GET ALL** or **DROP ALL** respectively. A sampling of commands include **LOOK**, **GO**, **PUT**, **TURN**, **CLIMB**, **INVENTORY**, **GET**, **DROP**, etc. I can't tell you all of them because part of the fun of the adventure is determining the commands.

### SAVE and LOAD:

The adventure can be saved or loaded at any time. To save a game at that instant, simply type **SAVE** and press **<ENTER>**. It will then ask you what number to save it under (0-9). Enter a number in this range, but **DO NOT** press enter. You can have a total of 20 saves on both disks, but you cannot load a disk 2 save if you are currently playing disk 1, and vice-versa. Only change disks at the prompts and there will be no problems. If you do load another disk save than the one you are on, the game will probably crash and tell you to reboot.

### MOVEMENT:

To travel through HALL OF THE KING III, type **GO NORTH**, **NORTH**, **NOR** or just **N**. This can also be done with the other directions **SOUTH**, **EAST**, **WEST**, **UP** and **DOWN**. When within an area, you are not always facing north. Make a map when playing which displays any exits to the particular room. One might get confused relying upon the graphics to show all exits.

### TRANSFERING:

Within the adventure you will be playing through various programs on two disks. If play stops for a few seconds while it accesses the disk, it is merely tranfering to another section. Disk tranferances are handled through prompts, in other words, you will be told when to insert each disk into the drive when it is necessary.